OPERATION/TEST MODE

TARGET SENSE ON GHOST TOWN IS REALLY VERY SIMPLE. THE GUN IS ATTACHED MECHANICALLY TO A STYLUS ARM THAT MAKES CONTACT WITH A METAL AREA ON THE STYLES PC BOARD. THERE IS A PARTICULAR AREA ON THE PC BOARD FOR EACH TARGET.

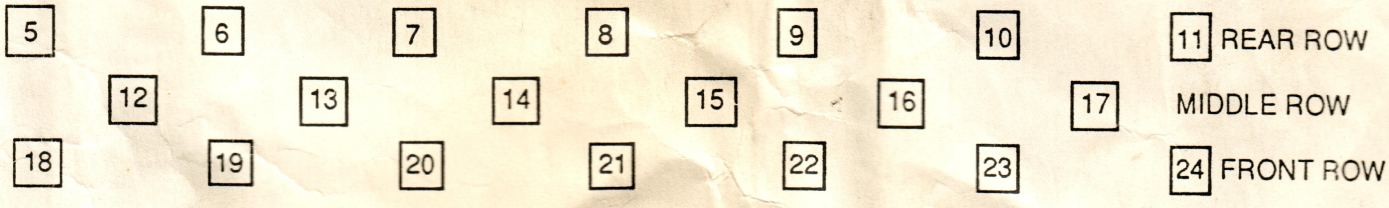
WHEN THE CONTACT BETWEEN THE STYLUS ARM AND THE PC BOARD IS COMPLETED AND THE TRIGGER SWITCH IS DEPRESSED, A VALID HIT IS MADE. THE CPU BOARD READS THIS PARTICULAR LOCATION AND SENDS A SIGNAL TO THE I/O DRIVER BOARD TO KNOCK DOWN THE CORRECT TARGET.

TO KNOCK DOWN A TARGET, A COIL IS ENERGIZED WHICH PULLS DOWN AN ARM THAT ALLOWS THE TARGET TO FALL BACK.

EACH RACK HAS A RESET SOLENOID THAT PULLS UP A BAR THAT THE DOWNED TARGETS REST ON. THE BASE OF THE TARGETS REST ON THE ARM OF THE TARGET COIL WHEN RESET.

TO HELP IN ISOLATING PROBLEMS IN YOUR GHOST TOWN, THERE IS A TEST MODE. TO INITIATE TEST FLIP ON SW3 IN DIP SWITCH "BANK B" AND POWER CYCLE GAME OR PUSH RESET SWITCH ON CPU BOARD. THE FIRST TEST IS A DISPLAY TEST. THE DISPLAY COUNTS 0-9 AND REPEATS UNTIL THE TRIGGER SWITCH IS PRESSED. WHEN THE TRIGGER SWITCH IS PRESSED, THE NEXT TEST IS INITIATED; THE SWITCH TEST. ALL THE SWITCHES HAVE A NUMERICAL VALUE WHICH IS DISPLAYED ON THE 7-SEGMENT DISPLAY.

SWITCH VALUE



COIN SW'S	2
ESCROW SW	3
TICKET SW	1
START SW	25

ALSO A CHIME SOUND AND SHOT LIGHT IS TURNED ON WHEN ANY SWITCH IS ON. THIS IS TO AID IN SIGHTING.